KINGDOM DEATH: MONSTER

The Black Lion

An Unoffical Expansion by Fen

www.patreon.com/fenpaints

SHOWDOWN: BLACK LION

Quarry

Instinct: Roar

The Black Lion roars and ends its turn. All survivors suffer monster level brain damage. All survivors are now threats, despite any effects that say otherwise.

When a Level 3+ Black Lion performs Roar, it gains a +1 Accuracy token. Then search the Discard and Wound piles for the Vanish Card. Put it on top of the AI deck face up, remove the priority token and remove the Black Lion from the board. (If you do not find it, nothing happens and the Black Lion stays on the board.)

Blind Spot

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	6	4	-	7	10	-	-

S Ghost Step

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	8	7	-	8	12	+1	+1

S Cunning S Ghost Step

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	10	9	2	9	18	+2	+2

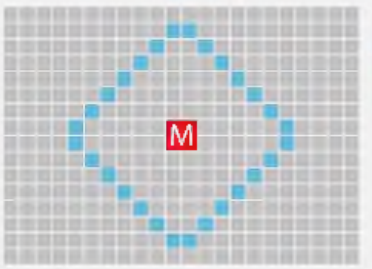
S Cunning S Ghost Step S Merciless
Tokens: +3 Accuracy, +2 Luck

Level	B	A	L	Mov	Tgh	Spd	Dmg
4	12	9	2	10	25	+3	+4

S Golden Eyes S Cunning S Ghost Step
S Merciless S Life: 10 Tokens: +5 Accuracy, +5 Luck

Select an encounter level and set up the hunt

Showdown Setup



Legend
- Survivors
- Monster
- Terrain

Terrain & Deployment
- 3 random terrain cards, placed normally.
- Place the Monster in the center of the board.
- Place the survivors in the blue zone.

Aftermath

Victory
+ 1 Hunt XP
+ 1 Weapon Proficiency
+ Rewards

Defeat
The Black Lion's echoing roar of triumph terrifies the settlement into hiding in fear. You may not innovate or endeavor at innovations next settlement phase.

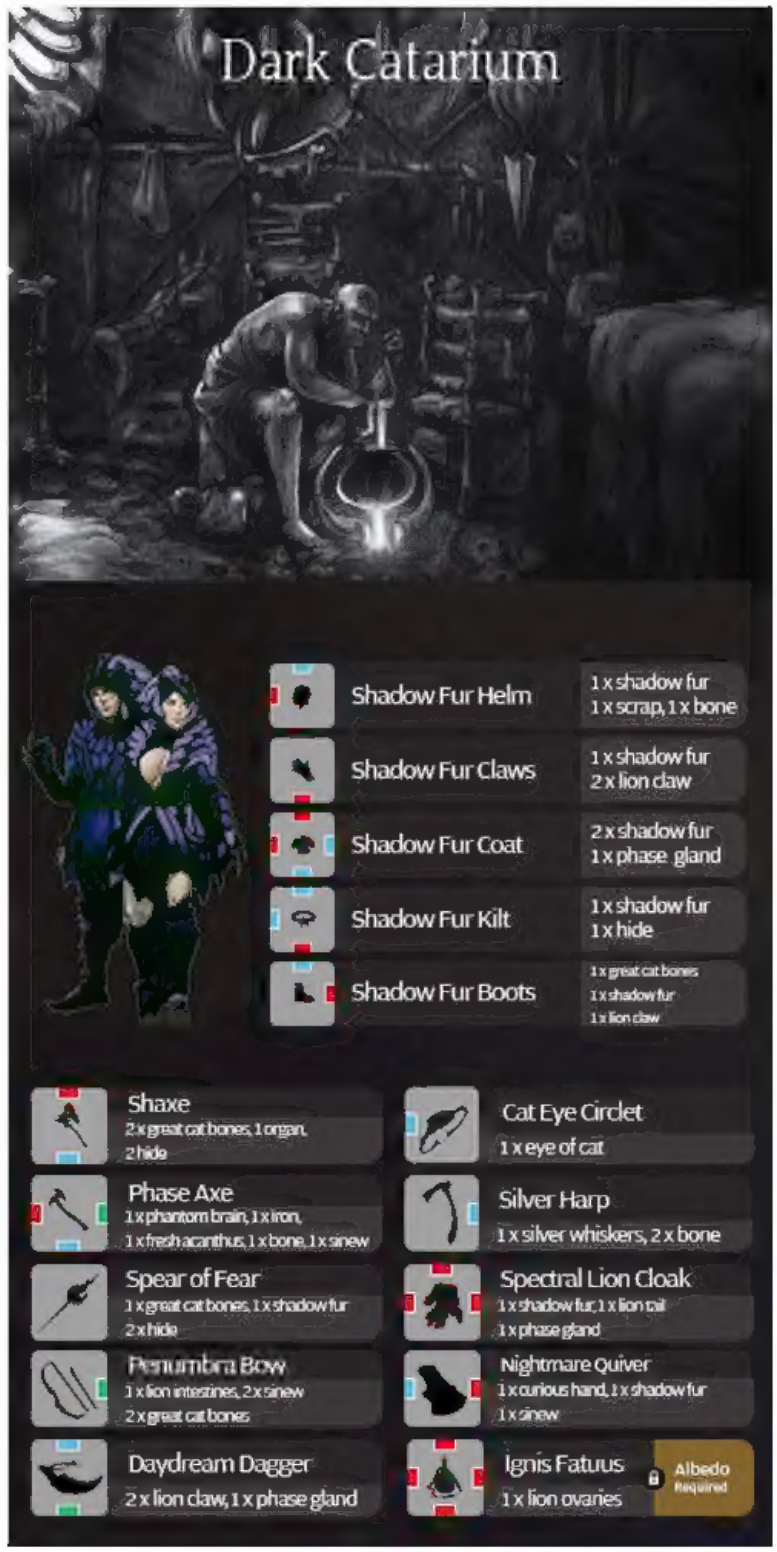
Rewards

The first time a Black Lion is defeated, gain the Dark Catarium settlement location.

Level	Reward
1	4 basic, 4 Black Lion resources.
2	4 basic, 6 Black Lion resources, 1 **Eye of Cat** and 1 **Phantom Brain** strange resource.
3	4 basic, 8 Black Lion resources, 1 Eye of Cat and 1 **Lion's Intestines** strange resource.
4	6 basic, 10 Black Lion resources, 1 **Lion's Intestines** 1 **Eye of Cat** and 1 **Phantom Brain** strange resource.

If the settlement has innovated **Shadow Dancing** when you defeat a Level 3+ Black Lion then the settlement is blessed by a visit from the shades of the Black Lion's previous victims.

Returning Survivors gain +1 Understanding, +3 Insanity and the settlement may redraw the Settlement Event Card drawn this year. The second card must be kept.


Dark Catarium
Shadow Fur Helm
1 x shadow fur
1 x scrap, 1 x bone
Shadow Fur Claws
1 x shadow fur
2 x lion claw
Shadow Fur Coat
2 x shadow fur
1 x phase gland
Shadow Fur Kilt
1 x shadow fur
1 x hide
Shadow Fur Boots
1 x great cat bones
1 x shadow fur
1 x lion claw
Shaxe
2 x great cat bones, 1 organ,
2 hide
Phase Axe
1 x phantom brain, 1 x iron,
1 x fresh acanthus, 1 x bone, 1 x sinew
Spear of Fear
1 x great cat bones, 1 x shadow fur
2 x hide
Penumbra Bow
1 x lion intestines, 2 x sinew
2 x great cat bones
Daydream Dagger
2 x lion claw, 1 x phase gland
Cat Eye Circlet
1 x eye of cat
Silver Harp
1 x silver whiskers, 2 x bone
Spectral Lion Cloak
1 x shadow fur, 1 x lion tail
1 x phase gland
Nightmare Quiver
1 x curious hand, 1 x shadow fur
1 x sinew
Ignis Fatuus
1 x lion ovaries
Albedo
Required

Penumbra Bow

1 | 7 | 10

weapon, ranged, bow, two-handed, other

Cumbersome, Slow, Range: 7

When attacking from **darkness** gain **sharp** and **+1 accuracy.**

4 Shadow Fur Boots

armor, set, fur, tenebrous

Outfit

Stalk: During the Hunt Phase, if the monster moves while you are the hunt revealer, you may move the hunt party in the same manner.

3 Shadow Fur Gloves

armor, set, fur, tenebrous

Outfit

Activate an axe weapon gear to the left and right of this card. These are two separate attacks.

3 Shadow Fur Coat

armor, set, fur, tenebrous

Outfit

Dash spend ● and ● to move up to 6 spaces in a straight line. You may move through survivors, terrain and the monster. You may not end your move in an occupied space.

Spectral Fur Cloak

armor, set, tenebrous, fur, rawhide

Outfit

+2 Evasion

Shaxe

1 | 5 | 5

weapon, melee, axe, bone

If you are an **axe master**, you understand this weapon's true potential.
It gains **+1 Speed** and **+1D10 to wound rolls** while attacking.

3 Shadow Fur Kilt

armor, set, fur, tenebrous

Outfit

4 Shadow Fur Helm

armor, set, fur, tenebrous

Outfit

When you Dash! If you have moved at least 5 spaces, you may activate a weapon. It gains **sharp** during its next attack this turn.

Phase Axe

2 | 5 | 8

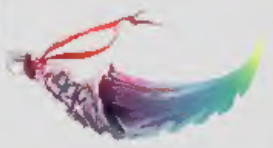
weapon, melee, axe, metal, other, finesse

When you critically wound with this weapon, you may spend 1 survival to gain ● to all locations

Daydream Dagger

3 | 8 | 7

weapon, melee, dagger, bone, tenebrous



Paired
While paired, when attacking from the **blind spot** gain **Deadly 2** and **Savage**

Nightmare Quiver

item, rawhide, other

+1 range when attacking with **ranged weapons.**
Thrown weapons gain **+5 strength**

Silver Harp

2 | 6 | 5

instrument, ranged, bone, silk, other

Range 7
On a **critical wound** discard a mood card in play.

Spear of Fear

3 | 5 | 5

weapon, melee, thrown, spear, bone

Reach: 3, Deadly 2
When you score a critical wound, nightmares assail you. Suffer ✱+1 **brain damage.**

Ignis Fatuus

item, consumable, other

After an attack where you wound the monster: You may look at the top 4 cards of the hit location deck and put them back in any order.

Dark Catarium

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Dark Catarium

Black Lion Armor

- Completed Set Bonus -

Gain 🛡 to all locations.

When you are picked as the target, roll 1d10. On a 3+ the monster must pick a new target if possible.

Black Lion Armor

- Set Requirements -

Shadow Fur Helm

Shadow Fur Coat / Shadow Fur Cloak

Shadow Fur Claws

Shadow Fur Kilt

Shadow Fur Boots

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Black Lion Armor

- Set Requirements -

Shadow Fur Helm

Shadow Fur Coat / Shadow Fur Cloak

Shadow Fur Claws

Shadow Fur Kilt

Shadow Fur Boots

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The Lion's Master

- black lion hunt event -

The survivors encounter a tall, pale and meloncholic Entity, dressed in long silken robes with ornate decorations.

The survivors cow in awe and fear at meeting a being of such power. Each survivor suffers **2 brain event damage**.

If any survivor has **3+ courage**, they stand tall and face the Entity, weapon in hand. It is amused by their foolish bravery and inclines its head in respect before presenting a gift to the hunt party. Gain either the **Sun Vestments**, **Dragon Vestments** or **Steel Sword** rare gear card and have a survivor equip it now.

Archive this card once the gift is received, this card not be encountered again in this timeline.

Otherwise the Entity ignores the hunt party and moves on. If this happens:

Roll random hunt event

Discarded Prey

- black lion hunt event -

The survivors chance upon the remains of the Black Lion's previous meal. The survivors may choose to investigate. Each survivor rolls on the table below:

1	Something in the carcass bites your arm. Spend 1 survival or suffer the **dismembered arm severe injury**.
2-8	You discover a terrible smell. Gain the stinky keyword until the end of the showdown.
9-10	This part is still fresh! Gain 1 random basic resource.

If no one investigates:

Roll random hunt event

Night Terrors

- black lion hunt event -

The survivors are assailed by terrifying nightmares of their quarry.

They awake from these shared fever dreams tired and shaken.

Each survivor loses 1 survival and suffers ★event brain damage.

Shadowy Lair

- black lion hunt event -

The hunt party encounters a Black Lion den. They may choose to enter it.

If they do roll 1d10:

If the result is odd, then the lair is empty except for the broken lanterns of the Black Lion's previous hunters. Gain 1D5 Broken Lantern Basic Resources in the settlement storage.

If the result is also a **1** then the Black Lion was lurking outside and attacks the intruders! When they leave the cave it **ambushes** the survivors and starts the showdown with a +1 damage token and the the Vanish AI card in its discard pile.

If the result is even, the survivors find nothing but a **skull** basic resource. The Black Lion instinctively knows what the survivors are doing and moves 1 space closer to the hunt party. If it moves into the survivor's space it **ambushes** them.

Black Lion Cub

- black lion hunt event -

The survivors find a Black Lion cub. They surround the creature, intending to slay it and harvest it for resources.

If any survivor has 3+ understanding they remember the tales of how dangerous these tiny creatures are, the hunt party can choose to spare the cub.

Otherwise the cub fights to defend itself from the hunt party. Each survivor suffers ★event damage to all locations during the fight. Then, each survivor gains 1 random basic resource.

If the survivors spare the cub.

Roll random hunt event

On the Prowl

- black lion hunt event -

The Black Lion stalks its prey.

Roll a dice:

On an **even** result the Black Lion moves once space close to the survivors's space on the hunt board. If it lands on their space it **ambushes** them.

On an **odd** result the Black Lion's prey is something else, move the Black Lion 2 spaces away from the survivors on the hunt board.

If the survivors are not ambushed

Roll random hunt event

Shadow and Light

- black lion hunt event -

The survivors encounter a place of unimaginable darkness.

Any survivor with **3+ understanding** and **3+ courage** may brave the darkness to **investigate** by rolling on the following table:

Add 2 to the roll if the survivor has a lantern gear card.

1 - 3	Unimaginable horrors lay in wait. Spend all your survival (at least 1) or die.
4 - 9	Nothing happens.
10+	Light in the darkness! The survivor suffers the **blind severe injury** and gains one of the following gear cards: **Sunspot Lantern, Pulse Lantern, Survivors' Lantern, Jack O'Lantern, Prismatic Lantern, Dying Lantern, Vibrant Lantern, Blue Lantern** or **Black Friday Lantern.**

The Black Hunt

black lion hunt event

The survivors come across the Black Lion's quarry. It is another survivor!

The event revealer rolls on the following table:

1 - 3	The Black Lion left this body as a lure! Begin the showdown immediately. The Black Lion **ambushes** the survivors.
4 - 7	The lion's quarry is already dead, mauled and eaten long before the survivors arrived. Roll on the hunt event table below before moving on the hunt board.
8 - 10	The survivors surprise the Black Lion before it can pounce! The event revealer lets out a mighty roar and the Black Lion flees in surprise. Move the Black Lion one space back on the hunt event board. The grateful survivor joins the settlement, gain +1 population!

Basic Action

Pick Target

closest knocked down survivor, in range
closest threat, in field of view
no target: roar

Perform **Ghost Step**

Attack Target

Speed	Accuracy	Damage	Trigger
3	3+	*	After Damage

Target suffers Dash.

Vanish

L

Duration

When Vanish is drawn face-down, remove the Black Lion from the showdown board and remove the **Priority Target** token.

While Vanish is face-up on top of the AI deck, a survivor on a space with **Tall Grass** may spend and roll 1D10 to search. On a result of a 9+, the Black Lion is found. Place it adjacent to the survivor and discard Vanish.

When Vanish is drawn face-up, target a random survivor and place the Black Lion adjacent to them. Target is **Doomed**.

Attack Target

Speed	Accuracy	Damage	Trigger
4	2+	2	After Damage

If the target survives, Zero Prescence.

Founding Stones

L

Pick Target

all survivors on the showdown board
no target: **roar**

The Black Lion pulls up sections of the ground and hurls them at the survivors.

Each survivor suffers * automatic hits, each dealing *damage. This attack cannot be **dodged**.

Perform **Ghost Step**, targetting each survivor in turn (Monster Controller choses the order, completing each ghost step in full before starting the next one).

Cunning

S

Trait

At the end of each monster turn, the Black Lion extends its claws.

If there are any adjacent survivors, target one at random and full move the Black Lion directly away from all threats. Target suffers **grab**.

Grab: Place target knocked down in front of the monster. Target suffers *damage to a random location.

Alert

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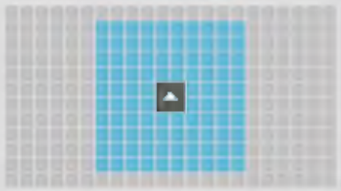
Mood

When a survivor moves into a space within the Zone of Death, stop their movement. They gain the **priority target** token.

Discard Alert and perform **Basic Action**.

Zone of Death



When the Black Lion is knocked down, discard Alert

Golden Eyes

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Trait

The Black Lion gains +1 speed token and +2 accuracy tokens.

When a survivor attacks the Black Lion, they suffer 3 brain damage unless they are in the Black Lion's blind spot.

A survivor with 6+ understanding may ignore this brain damage by averting their eyes. If they do, they suffer -4 accuracy when attacking.

If the Black Lion is killed with Golden Eyes in play, up to 2 survivors may consume an eye. They each gain +1 permanent accuracy.

Merciless

S

Trait

Archive **Stranga Left Hand, Strange Right Hand** and **Tell-Tail Heart** from the monster hit location deck.

Always treat all survivors as threats, despite any effects that say otherwise.

Double all damage inflicted by **grab**.

Ghost Step

S

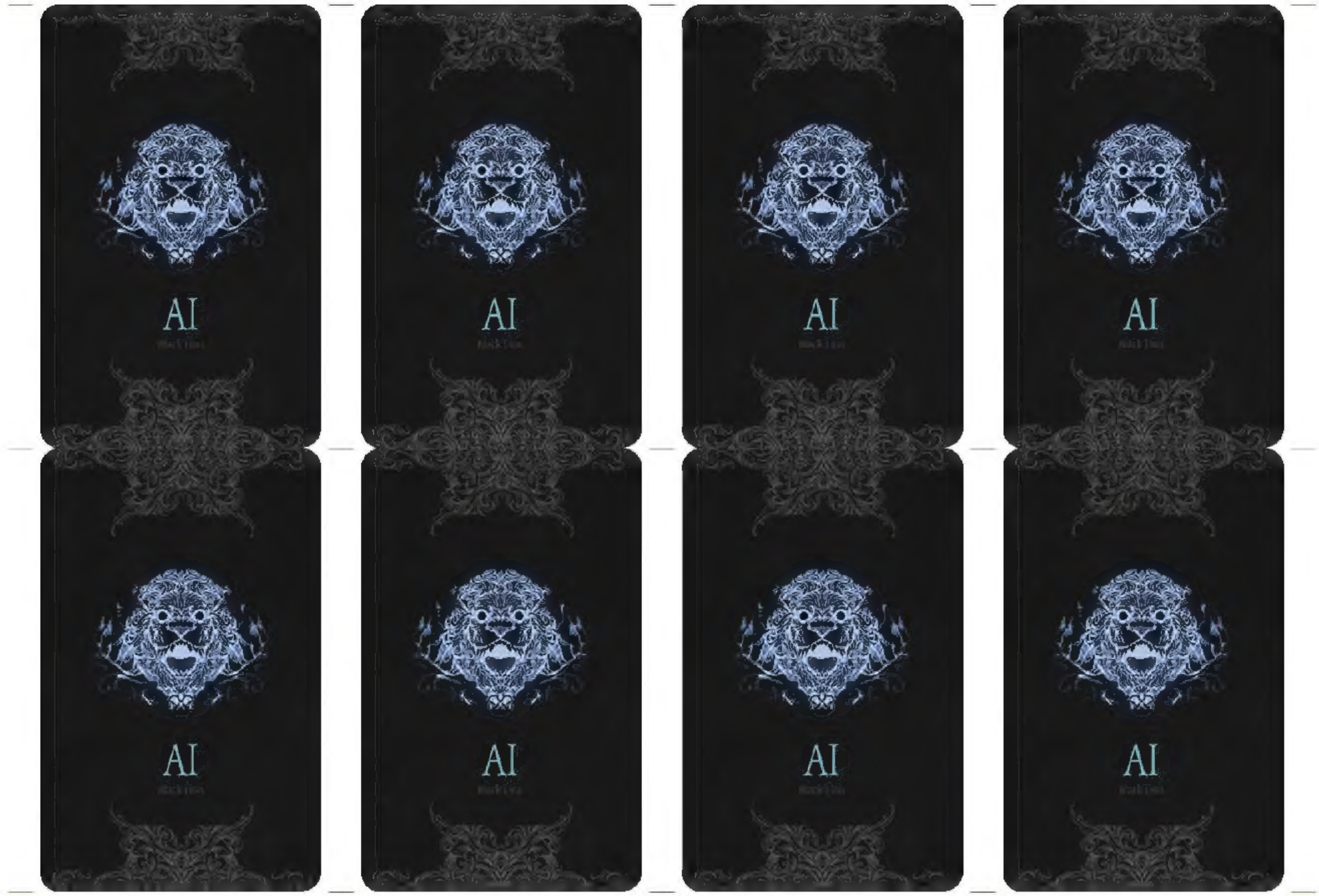
Trait

Ghost Step has unlimited range. Move the Black Lion until is passes through the target. Then, stop and turn to face the target.

Any survivors the Black Lion passes through while performing **Ghost Step** suffer * brain damage instead of collision.

Any survivors the Black Lion ends its movement on while performing **Ghost Step** suffer **grab**.

Grab: Place target knocked down in front of the monster. Target suffers *damage to a random location.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Black Lion

Level	B	A	L	Mov	Tgh	Spd	Dmg
1	6	4	-	7	10	-	-

● Ghost Step

Level	B	A	L	Mov	Tgh	Spd	Dmg
2	8	7	-	8	12	+1	+1

● Cunning ● Ghost Step

Level	B	A	L	Mov	Tgh	Spd	Dmg
3	10	9	2	9	18	+2	+2

● Cunning ● Ghost Step ● Merciless
Tokens: +3 Accuracy, +2 Luck

Level	B	A	L	Mov	Tgh	Spd	Dmg
4	12	9	2	10	25	+3	+4

● Golden Eyes ● Cunning ● Ghost Step
● Merciless ● Life: 10
Tokens: +5 Accuracy, +5 Luck

The Black Lion slinks and prowls in silence. At all times it suffers 1 unique level brain damage. All survivors and new enraged deaths by any effect that say otherwise.

When a Level 3 Black Lion performs Maul it gains +1 Accuracy tokens. Then search the Discard and Monsters for the Maul card, put it on top of the AI deck face up, remove the Accuracy tokens and remove the Black Lion from the board.

If you do not find it, nothing happens and the Black Lion stays on the board.

Blitz Uppercut

Pick Target
- furthest survivor, in field of view
- survivor in blind spot
- no target: roar

Perform Ghost Step

Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	2	After Damage

Target suffers bash, knockback 5 and bleed 1. The Black Lion then performs Ghost Step to target a second time.

Lost Left Hand: The Black Lion is enraged about its lost hand. It performs roar.

Enraged

When this comes into play draw ■.

While Enraged is in play the Black Lion gains +1 damage token per monster level.

When a survivor suffers any **dismembered** severe injury or is killed, discard Enraged.

Fist and Tooth

Pick Target
- closest threat facing, in range
- closest survivor, in range
- no target: roar

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	3+	1	After Damage

Target suffers bash and knockback 5.

Move & Attack Target

Speed	Accuracy	Damage	Trigger
1	3+	2	After Damage

Target suffers bleed 1.

Ground Fighting

The Black Lion slinks down onto all its stomach, waiting for attackers to draw near. While Ground Fighting is in play, do not draw ■.

When a survivor spends ● in the Zone of Death, before resolving the action, the Black Lion performs a **Basic Action** with: +2 speed and +1 damage, targetting the survivor.

Zone of Death

When the Black Lion is wounded, discard Ground Fighting and perform a **Basic Action** targetting the survivor who wounded the Black Lion.

Lick Wounds

If the Black Lion has no wounds in the wound stack, discard Lick Wounds and draw ■.

Full move the Black Lion directly away from all survivors. Turn to face the closest survivor and heal 1.

Return Lick Wounds to the top of the monster's AI deck.

Maul

Pick Target
- victim of **Grab** last round
- closest knocked down survivor, in range
- no target: **roar**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	3	After Damage

Target suffers bash and bleed 1.

Spirit Strikes

Pick Target
- closest survivor, facing
- furthest survivor, field of view
- no target: **roar**

Perform **Ghost Step**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
4	5+	1	

Heartburn: The Black Lion targets and full moves through the nearest survivor and performs **grab** on them.

Grab: Place target knocked down in front of the monster. Target suffers ● damage to a random location.

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Soul Stare

B

Pick Target

random survivor facing
random threat, field of view
no target: **roar**

Intimidate Target

The Black Lion stares deep into the eyes of its prey. Turn the Black Lion to face a get and roll 1d10.
On the result of a 2+ the target suffers ★brain damage **knockback** 5 and **knockdown**.

Soul Stare

B

Pick Target

random survivor facing
random threat, field of view
no target: **roar**

Intimidate Target

The Black Lion stares deep into the eyes of its prey. Turn the Black Lion to face target and roll 1d10.
On the result of a 2+ the target suffers ★brain damage **knockback** 5 and **knockdown**.

Pounce

D

Pick Target

furthest survivor in field of view, in range
no target: **roar**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
1	2+	3	After Damage

Grab: Place target knocked down in front of the monster. Target suffers ★damage to a random location.

Overpower

B

Pick Target

closest survivor, in range
no target: **roar**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	★	After Damage

Terrifying Roar

A

Pick Target

all non-dead survivors
no target: **roar**

Intimidate All Targets

Roll d10 per target. If the result is 2+ and is higher than the target's courage, target suffers ★brain damage and **knockback** 6.

Perform **Basic Action**, target the furthest survivor in range

Backslash

B

Pick Target

survivor in the blind spot
closest threat, field of view
no target: **roar**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
3	3+	2	After Damage

Lost Right Hand: The Black Lion stares at its hand and roars in frustration. All adjacent survivors gain 1 courage (maximum once per lifetime) and suffer ★brain damage.

Phantom Strike

B

Pick Target

closest survivor with the most bleeding tokens
no target: **roar**

Perform Ghost Step

Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	1	After Damage

Heartburn: The Black Lion targets and full moves through the nearest survivor and performs **grab** on them.

Grab: Place target knocked down in front of the monster. Target suffers ★damage to a random location.

Overpower

B

Pick Target

closest survivor in range
no target: **roar**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	★	After Damage

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Swift Claw

B

Pick Target

closest survivor facing, in range
closest survivor, in field of view
no target: **roar**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
3	3+	*	

Spectral Slam

B

Pick Target

random survivor with a ranged weapon
furthest survivor, in field of view
no target: **roar**

Perform **Ghost Step**

Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	1	After Damage

The Black Lion picks up the poor survivor and slams them into the ground.
Target suffers grab.

Grab: Place target knocked down in front of the monster. Target suffers ★ damage to a random location.

Power Chomp

B

Pick Target

closest survivor with the least armor points
no target: **roar**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
1	2+	*	After Hit

Swift Claw

B

Pick Target

closest survivor facing, in range
closest survivor, in field of view
no target: **roar**

Move & Attack Target

Speed	Accuracy	Damage	Trigger
3	3+	*	

Spectral Slam

B

Pick Target

random survivor with a ranged weapon
furthest survivor, in field of view
no target: **roar**

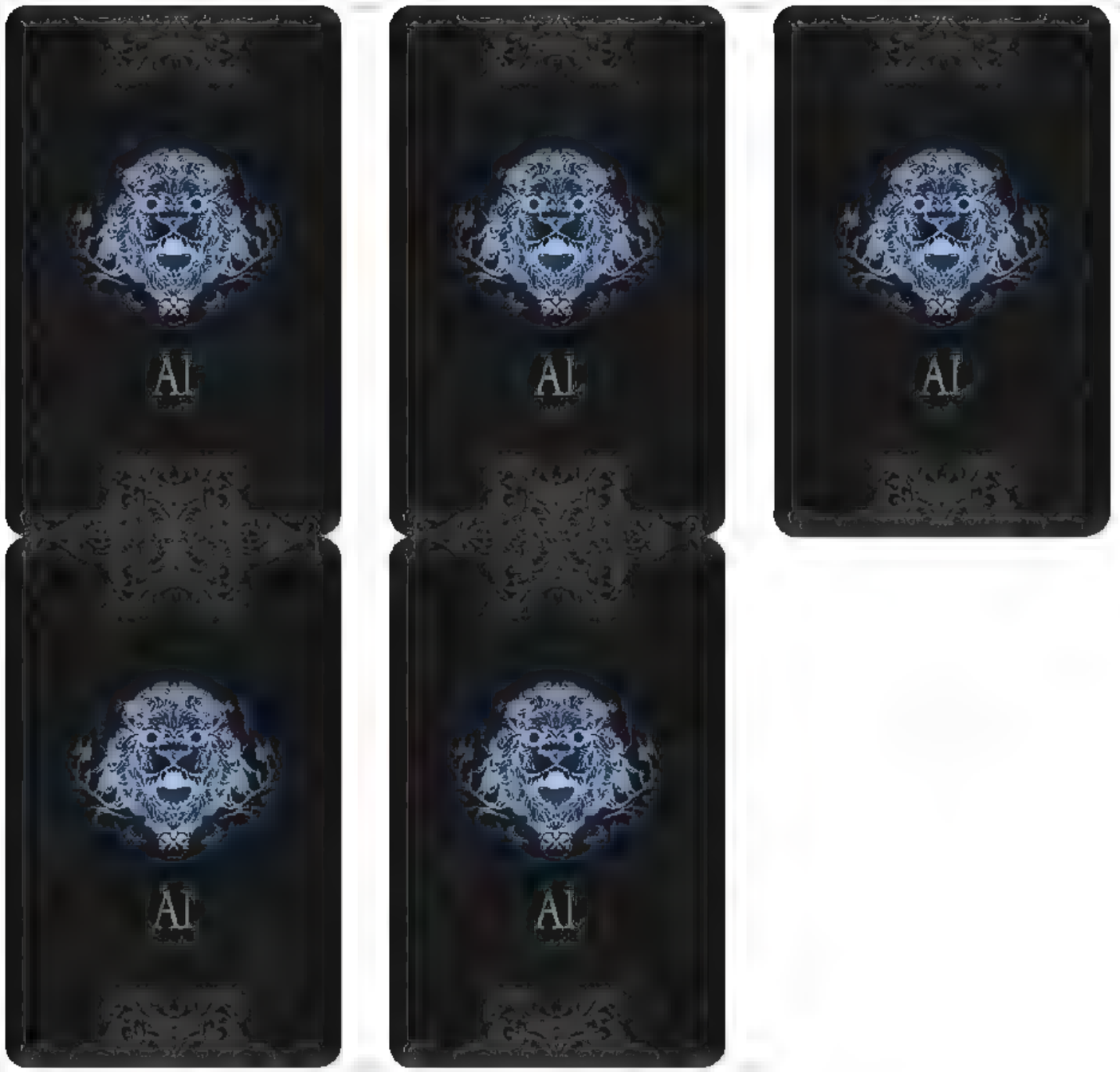
Perform **Ghost Step**

Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	1	After Damage

The Black Lion picks up the poor survivor and slams them into the ground.
Target suffers grab.

Grab: Place target knocked down in front of the monster. Target suffers ★ damage to a random location.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Curious Left Hand

Failure

The Black Lion's oddly human hand instinctively swats at the survivor.

Perform **Basic Action**, target the attacker.

Critical Wound

You hack off the Black Lion's left hand.
Gain +1 permanent speed.

Persistent Injury - Lost Left Hand
Affects some AI cards.

Deadlight Eyes

Reflex

If the attacker is insane their attack is cancelled as they stare into the monster's eyes.

They may not perform any **survival actions** until the start of their next act

Critical Wound

The Black Lion's vision is impaired, it gains -2 accuracy tokens and +1 damage token.

Fuzzier Groin

You hit the Black Lion right between the legs!

Critical Wound

Gain 1 **Lion Ovaries** Black Lion Resource

Persistent Injury - Lost Ovaries
Your attack has destroyed the Black Lion's dreams of having little cubs.
The Black Lion retaliates in kind, the attacker suffers the **destroyed genitals** severe injury.

The attacker gains the **priority target** token. They cannot lose this token until either the Black Lion or the attacker is dead.

Shadowy Back

+2 Toughness to wound this location

Critical Wound

Gain 1 random basic resource.
However the Black Lion retaliates!

Perform **Basic Action**, target the attacker.

Persistent Injury | Keep In Play

Curious Right Hand

Reflex

The Black Lion's oddly human hand instinctively grabs the survivor and smashes them to the floor.

The attacker suffers monster level damage to the legs and is **knocked down.**

Critical Wound

You hack off the Black Lion's right hand.
You may spend 1 survival to gain +1 permanent strength.

Persistent Injury - Lost Right Hand
Affects some AI cards.

Persistent Injury | Keep In Play

Divine Heart

Death Blow

If the Black Lion is killed at this location then the survivor's blow has pierced the monster's second, secret heart.

All the colour leeches from the Black Lion's fur leaving it pale and lifeless like its less exotic kindred: the White Lion.

Do not gain normal rewards; instead gain rewards as if you had slain a **White Lion** of the same level (do not gain the catarium settlement location).

Also the survivors gain:

+1 Understanding each
1 Iron strange resource
1 Elder Cat Teeth strange resource

Persistent Injury | Keep In Play

Ivory Teeth

Impervious

Reflex

Perform **Basic Action**, target the attacker.

Critical Wound

The Black Lion's bite is weakened.
If it has any +1 Damage tokens, discard one of them.

Shadowy Brow

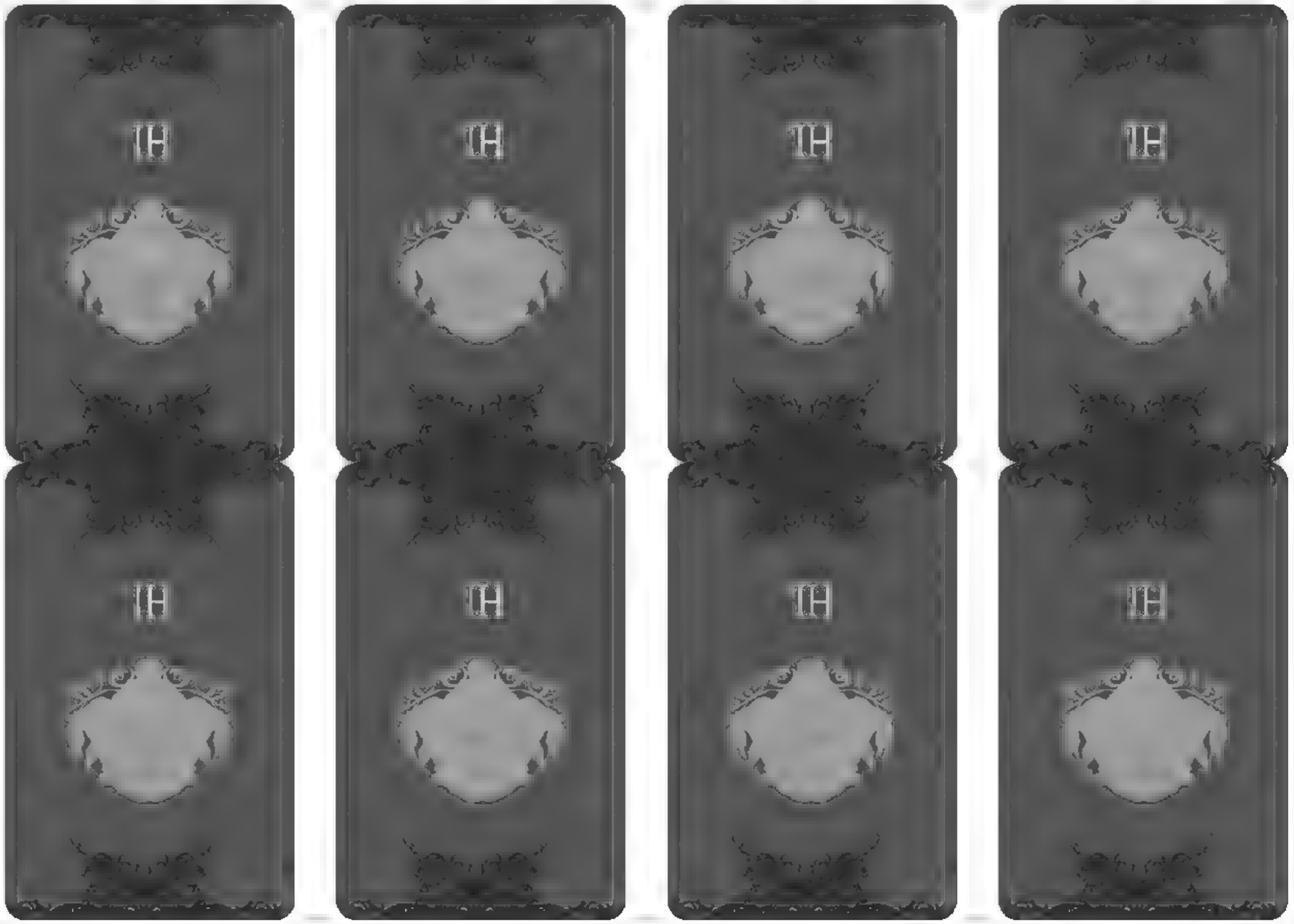
Failure

The Black Lion takes advantage of the gap left by this failure.

Perform **Basic Action**, target the attacker.

This attack gains:

- **After Hit**
- [illegible]



Shadowy Elbow

The blow lands right on the Black Lion's elbow

Critical Wound

You bruise the Black Lion's elbow, harming it's grace and quickness.

The Black Lion gains 1 accuracy token.

Gain random 1 basic resource.

Shadowy Leg

◆ Reflex

Perform **Grab**, target the attacker

Grab: Place target knocked down in front of the monster. Target suffers # damage

Shadowy Temple

Super-Dense

You hit the Black Lion right in the temple!

Critical Wound

The Black Lion is dazed by your blow. On its next turn do not draw . Instead perform **Basic Action**.

Penebrous Mane

Impervious

This monster's mane is thick and hard to penetrate with your weapon.

Critical Wound

Your blow sinks through the Black Lion's thick mane and finds flesh. Ignore **Impervious** and score wounds as normal

Shadowy Flank

You catch the Black Lion in the exposed flank.

Shadowy Tail

◆ Reflex

Perform **Grab** target attacker.

Grab: Place target knocked down in front of the monster. Target suffers # damage

Critical Wound

The Black Lion's tail is destroyed, ruining its good looks

Archive the Lion Tail from the Black Lion Monster Resource deck.

Persistent Injury | Keep in Play

Soft Gut

Super-Dense

◆ Wound

Perform **Basic Action**, target the furthest away survivor in field of view.

Critical Wound

It's only soft on the inside!

The Black Lion suffers an additional wound.

Tell-Tail Heart

◆ Reflex

Perform **Basic Action** target the attacker

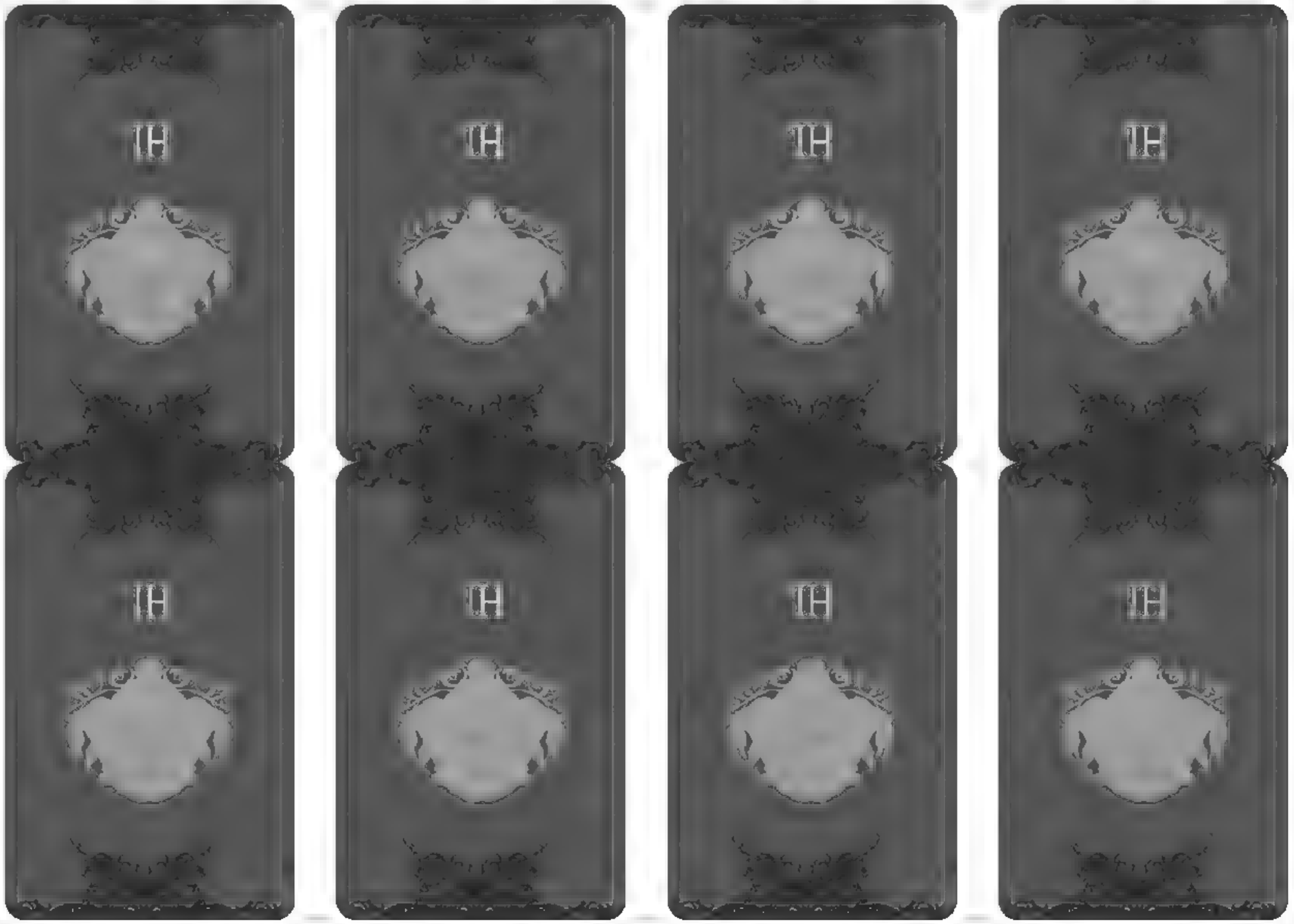
Critical Wound

Gain 1 Organ Basic Resource

Persistent Injury - Heartburn

Affects some AI cards.

Persistent Injury | Keep in Play



You may choose to cancel your attack when you draw this card. If you do, discard all drawn hit locations.

◆ Wound

The Black Lion opens its maw and swallows the attacker's arm whole. Deal an additional wound and the attacker suffers the **dismembered severe arm injury**

Critical Wound

You smash the Black Lion right on the nose instead. It gains a +1 toughness token.

All survivors are **doomed.**

Starting with the survivor who triggered the trap, target each survivor and perform the following:

Perform **Ghost Step**

Attack Target

Speed	Accuracy	Damage	Trigger
2	2+	*+1	● After Damage

● Target suffers **bleed 1.**

Place the Black Lion in the center of the showdown board and perform roar.

Resolve one hit with no additional effects

Lion Claw

bone

A razor-sharp, retractable claw

Great Cat Bones

bone

Almost identical to the bones of a White Lion

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Sinew

organ

Inexperienced hunters mistake these for stringy guts

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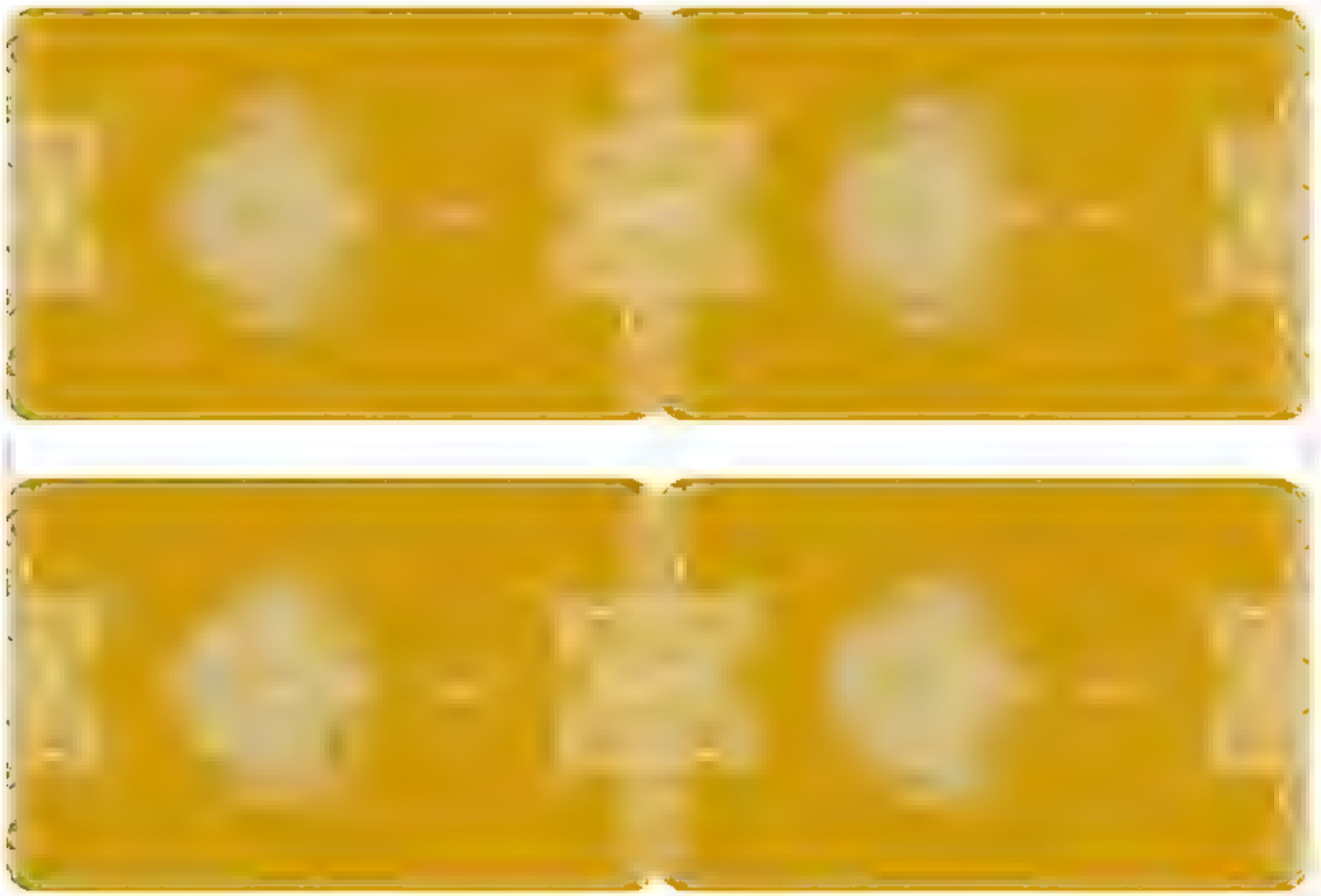

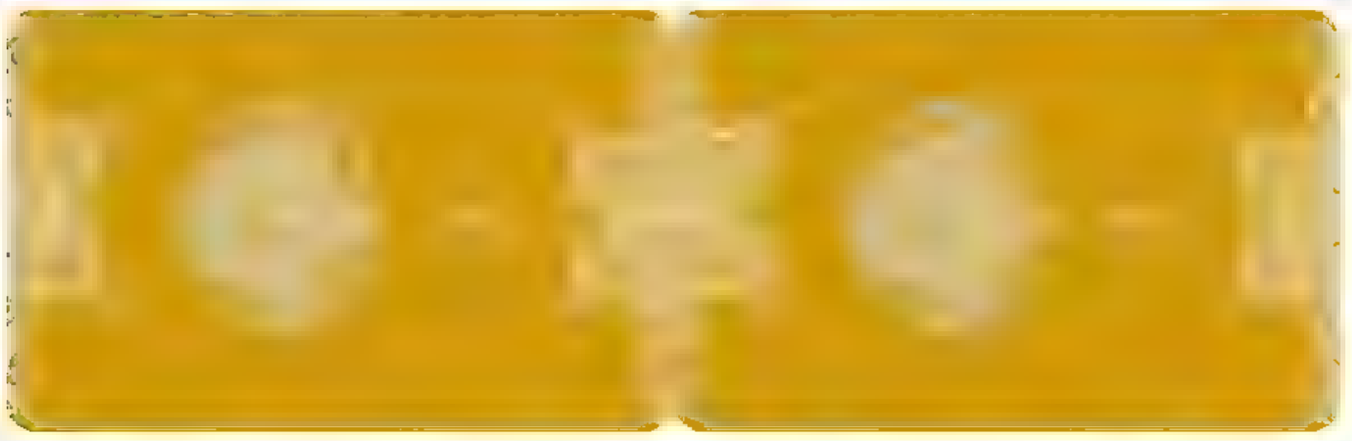

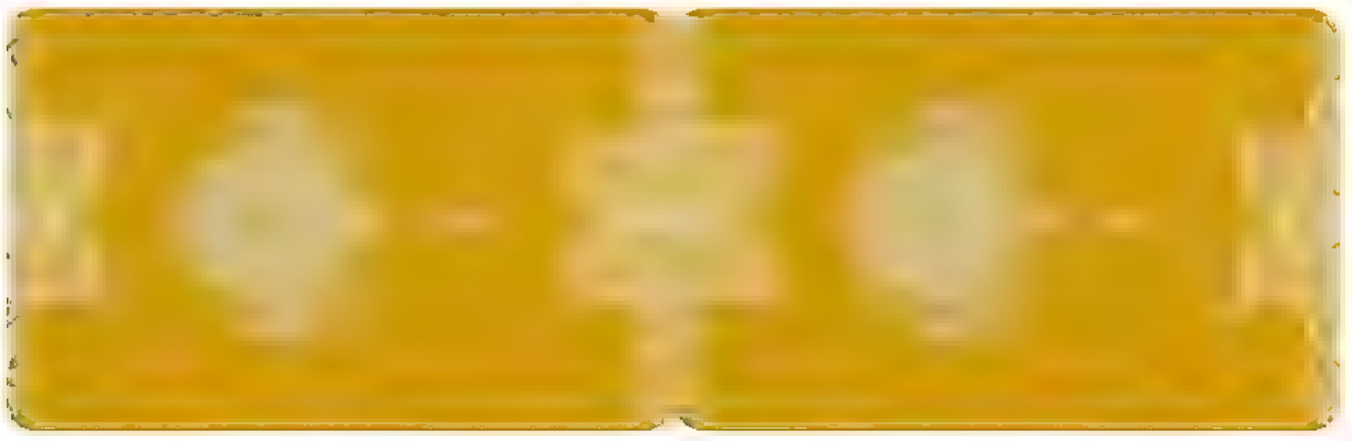

Shadow Fur

hide

The softness is almost worth the nightmares you get from wearing it

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Lion Ovaries

organ, consumable

Some survivors mistake them for testes

Lion Ovaries

organ, consumable

Some survivors mistake them for testes

Curious Hand

hide

When you gain this, a random survivor gains +1 insanity

Holding this fills you with madness

Curious Hand

hide

When you gain this, a random survivor gains +1 insanity

Holding this fills you with madness

R

Black Lion

R

Black Lion

R

Black Lion

R

Black Lion

R

Black Lion

R

Black Lion

R

Black Lion

R

Black Lion

Lion Tail

tide

It's surprisingly light

Silver Whiskers

organ

Surprisingly they are not silver in color

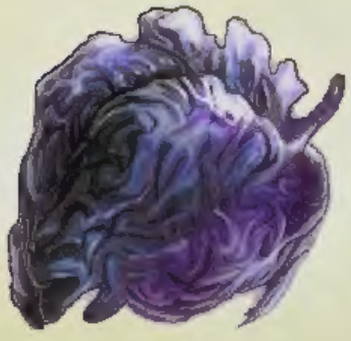
Phase Gland

organ

A highly evolved sentient kidney

Phantom Brain

organ, consumable



It's all in the mind

Lion Intestines

organ, consumable

The real stuff for making bow strings with

Eye of Cat

organ, consumable

If you stare deep enough into it, you can see the face of the lion's killer.

R
Black Lion

R
Black Lion

R
Black Lion

SR
- Strange Resources -

SR
- Strange Resources -

SR
- Strange Resources -